

Anderson, David & A.C. Lynn Zelman
Broadcast 1990, 91

THE COMPUTER PROGRAM - a radio series devised and
produced at the studios of
ABC Radio 4RK, Rockhampton.

Index to broadcast segments 01 through to 63, of
Series # 01.

<u>Seg. No.</u>	<u>Subject</u>
1.	Domestic applications - time saver?
2.	Buying - for the kids' benefit?
3.	Budget constraints
4.	Buying - software for children
5.	Buying - parental assessment of child
6.	Having fun with your computer
7.	Buying - comparison & criteria
8.	Buying - comparison charts in magazine
9.	Buying - attention to detail
10.	Is the newest always the best
11.	What's a computer supposed to look like?
12.	Kit computers - small footprints
13.	Maintaining your PC
14.	Cleaning your PC
15.	Keyboarding skills - the keyboard
16.	Keyboard skills - the best way to learn
17.	Keyboard skills - word processors
18.	Keyboard skills - home databases
19.	Keyboard skills - spell checkers, dictionaries
20.	Keyboard skills - grammar & syntax
21.	Keyboard skills - punctuation, global searches
22.	Keyboard skills - fonts & formatting
23.	Keyboard skills - printers & printing
24.	Keyboard skills - image/laser printers
25.	Keyboard skills - printing/large volume output

<u>Seg. No.</u>	<u>Subject</u>
26.	Keyboard skills - spreadsheets
27.	Keyboard skills - spreadsheets/rounding errors
28.	Keyboard skills - spreadsheets/formulae
29.	Keyboard skills - databases, sorting, libraries
30.	Keyboard skills - databases at home
31.	Languages - basic (introduction)
32.	Languages - basic (cont.)
33.	Languages - Basic (cont.)
34.	Languages - Basic (cont.)
35.	Languages - Basic, spaghetti code
36.	Languages - Basic, flowcharting
37.	Computers in theatre - box office
38.	Computers in theatre - stage lighting
39.	Computers in theatre - administartion
40.	Buying - forecasting needs, expandability
41.	Buying - your software needs
42.	Electronic cookbook???
43.	Disk Drives - sizes, advances
44.	Industry confusion - standards
45.	Copying software - effect on prices
46.	When a pirate, when not???
47.	Random numbers, betting etc.
48.	Random numbers - the seed
49.	Random numbers - uses in applications
50.	Random numbers - probability of winning.
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51.	Computers in sailing
52.	Computers in sailing (cont.)
53.	Computers in sailing (cont.)
54.	Computers in sailing (cont.)
55.	Computers in sailing (cont.)
56.	Computers & the weather, forecasting
57.	Computers - working from home
58.	Computers - paper, recycling, usage
59.	Storm damage - protection
60.	Backing up - save,save,save!!!
61.	Electrical surges, protection
62.	Surge protection, kits
63.	FINAL. Surge crashes, data recovery